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GAME BOY ADVANCE

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SHONEN JUMP'S

Yu-Gi-Oh!

ULTIMATE MASTERS

World Championship Tournament 2006™

INSTRUCTION BOOKLET

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- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

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- Do not dispose of battery pack in a fire.
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- Do not peel or damage the battery label.

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

EVERYONE

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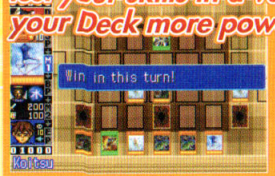
Become The Ultimate Duel Master!

A brand-new World Tournament system!!

The official Yu-Gi-Oh! TRADING CARD GAME World Championship Tournament 2006 game is here at last! Hone your dueling skills and you could be the world's next top duelist!

Test your skills in a variety of modes and make your Deck more powerful!



Besides normal Duels, this game features Duel Puzzles and Limited Duels, for even more dueling fun! Earn DP (Duel Points) in a variety of modes and get new cards to make your Deck even stronger!

More cards than ever before!

We've chosen the newest and most popular cards to give you the biggest card selection ever! All the Structure Decks are here, from "Dragon's Roar" to "Spellcaster's Judgment"!

Game Boy® Advance Game Link® Cable Connection

Please read the manuals accompanying all peripherals you will be using, in addition to this manual.

*When using a Game Boy® micro, please read the Game Boy® micro instruction booklet when connecting sytems.

You will need:

- Game Boy® Advance or Game Boy® Advance SP.....2 Systems
- "Yu-Gi-Oh! ULTIMATE MASTERS World Championship Tournament 2006" Game Pak.....2
- Game Boy® Advance Game Link® Cable.....1

Connecting the Game Boy® Advance Game Link® Cable

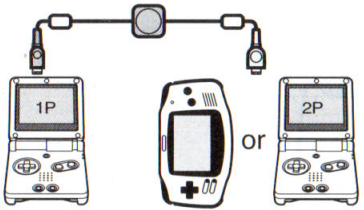
1. Make sure that each system's power switch is set to OFF before inserting a "Yu-Gi-Oh! ULTIMATE MASTERS World Championship Tournament 2006" Game Pak into each system.
2. Connect the Game Link® Cable to each system's external expansion connector.
3. Turn each system's power switch ON.
4. Follow the instructions for link play on P. 25.

Link Play Warnings

The following can cause systems to fail to link properly or malfunction:

- Using a cable other than the Game Boy® Advance Game Link® Cable or Game Boy® micro Game Link® Cable, or a connector other than the Game Boy® micro Conversion Connector.
- Failing to insert the Game Link® Cable completely.
- Removing the Game Link® Cable while linked.
- Connecting to another system.

Connection Diagram



Game Controls

This section explains how to use the Game Boy® Advance to navigate menu screens, edit Decks, compete in Duels, and use the Name Entry Screen.

Menu Screen Controls

A Button	Enter
B Button	Go back to previous screen
+Control Pad	Move cursor

Deck Edit Screen Controls (P. 12-23)

A Button	Select item/Move card/ Set card favorites rank	**START**	Display card details
		SELECT	Switch card display
B Button	Go back to previous item	**L Button/ R Button**	Switch between Deck and Trunk
+Control Pad	Move cursor		

Duel Screen Controls (P. 32-39)

A Button	Select item/Display Duel Menu/ Draw/Display list/Confirm activation	**SELECT**	Confirm degree of achievement of victory conditions (during Theme Duels).
B Button	Proceed to next Phase/ Skip activation confirmation	**L Button**	Move cursor to Monster Card, etc./ Hide list or window
+Control Pad	Move cursor	**R Button**	Draw/Display card description
START	Display card details		

Name/Password Entry Screen Controls (P. 10, 30)

A Button	Input character	**START**	End input
B Button	Delete 1 character	**L Button/ R Button**	Switch character type (Name Entry) Move cursor 1 character (Password Entry)
+Control Pad	Select character		

Starting a Game

Insert the Game Pak into the Game Boy® Advance and turn the power ON.
The Title Screen will be displayed.

Title Screen

Use the +Control Pad to select "Continue" or "New Game" and press the A Button.

*Initially only "New Game" can be selected.

New Game

Select this option to start a new game from the beginning. First, input your player name. When you are finished inputting your name, press START to confirm. Then choose a player face icon and a starting Deck (P. 12) to proceed to the Main Menu.

*If you select "New Game" and play data already exists, a warning screen will be displayed. Be careful - if you press START on this screen, the existing play data will be erased.

Continue

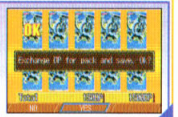
If play data already exists, select this option to continue playing where you left off.

Main Menu

On the Main Menu, you can edit a Deck or start a Duel. Press Up/Down on the +Control Pad to choose an option and press the A Button to enter your selection.

Deck Edit (P. 12)	Put together a Deck using the cards you currently own.
Free Duel (P. 24)	Face off in a Duel against the CPU or another player.
Challenge! (P. 26)	Test your dueling skills under a variety of conditions.
Get Cards (P. 28)	Use the DP (Duel Points) you win in Duels to acquire new cards.
Forbidden/Limited List (P. 30)	View the list of forbidden and limited cards.
Options (P. 31)	View your status and change game settings.

Saving the Game



Your game data will automatically be saved each time you finish a Duel, edit a Deck, or acquire a new card.

DECK EDIT/The Editing Process

Select "Deck Edit" from the Main Menu to build a Deck with the cards you currently have for use in Duels.

What is a Deck?

To participate in a Duel, you will need to build a Deck with the cards you own. Your basic Deck is called the "Main Deck," and there are 2 other types as well. These Decks can be edited on the Deck Edit Screen by mixing and matching the cards in your Trunk.

Main Deck

This is your basic Deck. It is composed of various cards, excluding Fusion Monster Cards (P. 57).

Side Deck

This Deck is used during Match Duels (P. 32) or in Link Duels (P. 25).

Fusion Deck

This Deck contains only Fusion Monster Cards (P. 57).

Trunk

All cards that are not part of a Deck are stored in your Trunk.
Any new cards you acquire are also stored in the Trunk at first.

Selecting from the Edit Menu (P. 16-17)

First, select an option from the Edit Menu to decide what you want to do on this screen. If you select "Deck Edit" or "Favorite," the cursor will move to the Search Menu.

*Here, you can use the Deck Menu (P. 17) to save card combinations (Recipes) and load saved Recipes.

Sorting and Filtering on the Search Menu (P. 18-19)

The Search Menu lets you easily search for cards by sorting and filtering the Card List. When you are done, choose the arrow button and move the cursor to the Card List.

Searching for Cards in the Card List (P. 20-21)

Move the cursor to a card and press the A Button to switch cards or change the favorites rank.

DECK EDIT/Screen Layout

On the Deck Edit Screen, you can view a list of cards in your Decks and Trunk and move cards from one place to another.

Deck Edit Screen Layout

Press the L or R Button on the Deck Edit Screen to switch the Card List between the Main Deck, Side Deck, Fusion Deck, and Trunk.

1 Edit Menu (P. 16)
2 Deck Name
3 Search Menu (P. 18)
4 Deck Info
5 Card Info (P. 15)
6 Card List
Number of Cards Displayed

Deck Info

Shows the number of cards by category and level in the currently displayed Deck (Trunk).

- Normal Monster Cards
- Effect Monster Cards
- Fusion Monster Cards
- Ritual Monster Cards

- Level 1 to 4 Monster Cards
- Level 5 and 6 Monster Cards
- Level 7 and Higher Monster Cards
- Spell Cards
- Trap Cards

Card Info

Shows the card's illustration and icons indicating its category, effect, and type (P. 22).

1 Card Illustration
The color of the frame indicates the category of the card.

2 Forbidden/Limited Cards
Use of these cards in Duels is forbidden or limited.

- Forbidden Cards
- Limited Cards
- Semi-Limited Cards

3 New Card Icon
Displays newly acquired card.

4 Number of Cards
The number of cards in each Deck (Trunk).

5 Basic Info
Basic info about the card.

- Level
- DEF
- ATK

6 Favorite
The favorites rank you set for the card (P. 16).

7 Type/Effect Icon
Shows the type icon (for Monster Cards) or the effect icon (for special Spell/Trap Cards).

8 Attribute Icon

DECK EDIT/Edit Menu

First, choose what you want to do on the Deck Edit Screen from the Edit Menu. You can edit a Deck, set favorites rank, and toggle the screen display.

Deck Edit

Mix and match cards to edit a Deck. When this option is selected, the cursor moves to the Search Menu (P. 18), allowing you to sort and filter the Card List as you choose your cards.

Favorite

Set the favorites rank for cards. Favorites rank can be set between 1 and 5. When this option is selected, the cursor moves to the Search Menu, allowing you to choose cards in the same way as "Deck Edit."

* The initial favorites rank for all cards is 3.

Toggle Screen Display

Set the Card List to display only the card images. You can also perform the same function by pressing SELECT.

Deck Menu

Select this option to change the name of a Deck or clear its contents.

Save Recipe	Save the current Deck configuration as a Recipe. You can save up to 60 different Recipes.
Read Recipe	Load a saved Recipe and change the Deck to that card combination. If the Recipe contains cards that you do not have, those cards will not be put into the Deck.
Change Recipe Name	Change the name of a saved Recipe.
Empty Deck	Put all cards in the Main Deck, Side Deck, and Fusion Deck back into the Trunk.
Reset Deck	Restore the Deck to its configuration when the Deck Edit Screen was first opened.
Edit Deck to Fit Limited Card List	If there are Forbidden or Limited Cards in the Deck, reduce the number of those cards to match the restriction limit.
Change Deck Name	Change the name of the Deck.
Card Description Display Settings	Choose whether or not to display icons for attribute and effect type when moving the cursor to a card.

DECK EDIT/Search Menu

The Search Menu lets you sort and filter the Card List. When you are finished, use the arrow button to proceed to the Card List.

Arrow Button

Move the cursor to this button and press the A Button or Down on the +Control Pad to move the cursor to the Card List (P. 20).

Filter by Favorite

Choose this option to display only those cards with the given favorites rank (1 through 5) that you chose in "Favorite" (P. 16). Press Up/Down on the +Control Pad to choose an icon.

1 and higher | 2 and higher | 3 and higher | 4 and higher | 5 only

Sort

Change the order in which cards are displayed in the Card List. Select one of the following sort order icons and press the A Button.

Alphabetically By Name	Sort cards in alphabetical order.	**Card Type**	Sort cards by category (frame color).
MONSTER/Level	Sort Monster Cards by level from highest to lowest.		
MONSTER/Attribute	Sort Monster Cards by attribute.	**MONSTER/Type**	Sort Monster Cards by type.
Icon	Sort Spell/Trap Cards by effect icon. (Monster Cards are displayed at the end)		

ATK	Sort Monster Cards by ATK from highest to lowest.
DEF	Sort Monster Cards by DEF from highest to lowest.
Forbidden/Limited	Display Forbidden, Limited, and Semi-Limited cards first (other cards are displayed at the end by frame color).
New Cards	Display newly acquired cards first.
By Favorite	Sort cards by favorites rank, from highest to lowest.

* Sorting by level, attribute, type, ATK, or DEF causes Spell/Trap Cards to be displayed last.

Filter

Filter the Card List so that only certain types of cards are displayed. First, choose a genre icon from the list below. Then choose which types of cards to display for that icon (P. 22).

All	Cancel filter and display all cards.
Frame	Display only cards of a certain category (frame color).
Level	Display only Monster Cards of a certain level.
Attribute	Display only Monster Cards of a certain attribute.
Type	Display only Monster Cards of a certain type.
Icon	Display only Spell/Trap Cards with a certain effect, or only normal Spell/Trap Cards.
Effect Type	Display only cards with a certain effect type.

DECK EDIT/Card List

The Card List lets you view cards you own one at a time, set favorites rank, and add cards to a Deck.

Card List Selection Controls

Move the cursor to a card in the Card List and press the A Button to display the Icon Menu. Choose an icon by pressing Left/Right on the +Control Pad and press the A Button to move the card or set its favorites rank.
You can view details about a card by pressing START. Also, pressing and holding the R Button brings up a description of the card.

Card List

Deck Edit Icon Menu

When editing a Deck, you can move a card to a Deck or the Trunk, or view a detailed description of the card.

- Add to Main Deck
- Add to Side Deck
- Add to Fusion Deck
- Put in Trunk
- View Card Details

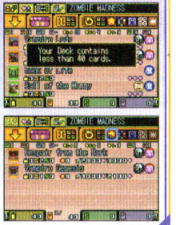
Favorites Rank Icon Menu

When setting favorites rank, you can change a card's favorites rank or view a detailed description of the card.

- 1 2 3 4 5 Change Favorites Rank
- View Card Details

Deck Editing Tips

Keep the following tips in mind when you edit your Deck.



Stay close to 40 cards per Deck

The fewer cards you have in your Deck, the more likely the card you want will come up when you need it, making it easier to plan a strategy. Try to keep the number of cards in your Deck as close to the minimum of 40 as possible. A Deck made up of 20 Monster Cards and 20 Spell/Trap Cards provides a good balance when you are just starting out.

Keep High-Level Monster Cards to a Minimum

Monster Cards of level 5 and above cannot be used unless you Tribute Summon (P. 63). If you put too many of them in your Deck, you might not be able to summon them when you need them, so be careful.

DECK EDIT/Icons

Cards come in many different categories, effects, and attributes. All of these are represented by icons.

Card Categories and Icons

For detailed information about card categories and effects, see the explanation on P. 55-60 and the detailed card descriptions in the game.

Monster Card Frame Icons

Normal	Fusion	Ritual	Effect

Spell and Trap Card Frame Icons

Spell	Trap

Spell and Trap Card Attribute Icons

Spell	Trap

Monster Card Attribute Icons

LIGHT	DARK	EARTH
WATER	FIRE	WIND

Monster Card Type Icons

Warrior	Spellcaster	Fairy	Fiend	Zombie
Machine	Aqua	Pyro	Rock	Winged Beast
Plant	Insect	Thunder	Dragon	Beast
Beast-Warrior	Dinosaur	Fish	Sea Serpent	Reptile

Spell and Trap Card Effect Icons

Equip	Field	Continuous	Counter	Quick-Play
Ritual	No Icon			

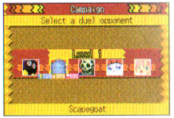
Purpose Icons

Increase Draw	Search Deck	Recover Cards From Graveyard	Return Card	Recover Life Points
Reduce Life Points	Destroy Monster	Destroy Spell/Trap	Hand Destruction	Deck Destruction
Remove Card from Play	Attribute	Type	Toon	Spirit
Union	LV Monsters	Elemental Hero	Fusion-Material	Token
Increase/Decrease ATK/DEF	Pierce	Attack Support	Defense Support	Special Summon
Cannot Perform Normal Summon	Flip Effect	Get Control	Change Card Position	Cancel Out Effect
Spell Counter	Gamble			

Free Duel

In Free Duel, you can face off in a Duel against a computer player at different levels or against another human player. (When you play the game with Nintendo DS, Link Duel will not be displayed.)

Campaign



Engage in a Duel against the computer. Press Left/Right on the +Control Pad to select an opponent, and Up/Down to set the opponent's level. Press the A Button to continue. Displayed below your opponent is your current number of wins, draws and losses.

▶▶▶ CPU Levels

The first time you play the game, you can only select a level 1 computer opponent. As you progress in the game and fulfill certain requirements, you will be able to select higher levels.

DP (Duel Points)

When you complete a Campaign, you earn DP (Duel Points) based on your results. DP can be exchanged for new packs and cards on the Get Cards Screen (P. 28).

Link Duel

Select this option to Duel against a friend using a Game Link® Cable. Please read carefully the instructions on how to connect the Game Link® Cable (P. 06) first, to ensure that you connect the cable properly.

1 Connect

First, the game will check your Game Link® Cable connections. Once the connection is established, the screen will change.

2 Choose a Duel Form

Next, Player 1 chooses the Match format. In Link Mode, you can choose either a Single Duel in which the winner is decided by one Duel, or a Match Duel (P. 32).

3 Choose a time limit and start the Duel

Finally, Player 1 chooses whether or not to have a time limit (between 5 and 60 minutes). After that, select "OK" by pressing the A Button to start the Duel.

Connection Error

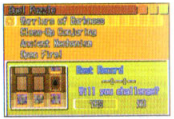
If the Game Link® Cable is disconnected during a Link Duel, the screen to the right will appear. When this happens, press the A Button to return to the Main Menu and start over from the beginning.

Challenge!

This mode lets you test your dueling skills in puzzle-type Duels and Duels with special limitations and conditions.

Duel Puzzle

The screen will show a Duel in progress. Your job is to find a way to win on that turn. Choose a puzzle to solve by pressing Up/Down on the +Control Pad and enter your selection with the A Button.



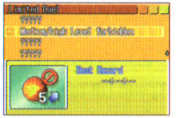
Challenge Icons

When selecting a problem to solve from Duel Puzzles, Limited Duel, or Theme Duel, the screen will display the following icons as well as records of your progress so far.

Problems Solved Problems Failed New Problems

Limited Duel

Compete in Duels under a variety of limitations, such as cards or effects that cannot be used.



Theme Duel

In this mode, each Duel is based on a different theme (e.g. battle damage per attack or life recovery). To win, you must meet the victory conditions for the theme.

Survival Duel

In this mode, you keep dueling as long as your Life Points (P. 43) hold out. When you win a Duel, you can choose whether or not to move on to the next Duel. You can continue until your Life Points reach 0.

Get Cards

Select this option to exchange the DP you have won in Campaigns (P. 24) for new cards.

Exchange Duel Points for Packs

Spend DP to obtain packs containing new cards.

1 Choose a pack type

Use the +Control Pad to choose the type of pack. As you progress in Campaigns and Challenges, more types of packs become available.

2 Choose a pack

Choose the pack you want and press the A Button. An "OK" mark will appear. Then select "Exchange" at the bottom of the screen to save your data and exchange your DP for the selected pack.

3 Open the pack

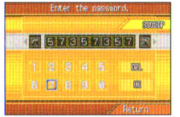
Choose a pack by pressing Up/Down on the +Control Pad and press the A Button to view the contents of the pack. By pressing the B Button, you can view the entire contents at once.
Move the cursor to a card and press the A Button to view a detailed description of that card. Press the B Button to finish viewing the pack.

Password Entry

Input the eight digit password located on the lower left of a "Yu-Gi-Oh! TRADING CARD GAME" series card to obtain that card. Using the Password Machine costs a set amount of DP.

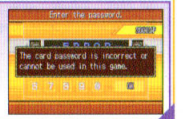
How to Enter a Password

Use the +Control Pad to select a number and press the A Button to input the number. Press the L Button to move the input cursor 1 space left, and the R Button to move it 1 space right. Select "DEL" to reset all numbers to 0. When you are finished, select "OK." The required number of DP will be displayed. Select "YES" to acquire the card.



Points to Remember about Entering Passwords

You cannot get cards that are not included in this game by entering their passwords.



Forbidden/Limited Card List

Select this option to view a list of cards whose use in Duels is forbidden or limited.

Forbidden/Limited Card List Layout

The layout of the Card List and icons and the procedure for viewing the list are the same as on the Deck Edit Screen (P. 14). Press the L or R Button to switch between viewing all cards, Forbidden Cards, Limited Cards, and Semi-Limited Cards.

1 Forbidden/Limited Card List Menu

2 Currently Displayed Card List
The numbers on the side show the number of cards.

- Forbidden/Limited Cards
- Forbidden Cards
- Limited Cards
- Semi-Limited Cards

Forbidden/Limited Card List Menu

Select by pressing Left/Right on the +Control Pad, and press the A Button to confirm.

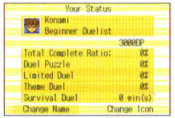
View List	View Card List.
Toggle Screen Display	Toggle the Card List display to show only card images.
Switch List	Switch Card List.
Enter Password	Enter a password (available in magazines and on the Yu-Gi-Oh! website) to update the Forbidden/Limited Card List to the most current version.

Options

Select this option to view your current status or change the language displayed in the game.

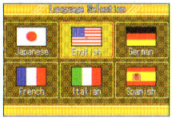
Your Status

Select this option to view your completion ratio in Challenge Mode (P. 26). You can also change your player name on this screen by moving the cursor to "Change Name," and change your player icon by selecting "Change Icon."



Language Selection

Select this option to choose one of 6 languages to display during the game. Use the +Control Pad to choose a language and press the A Button to enter your selection.



DUELS/Duel Screen and Duel Start

Duels are conducted in accordance with the rule set from the "Yu-Gi-Oh! TRADING CARD GAME" (P. 40).

Starting a Duel

When a Duel starts, the first thing that happens is a coin toss like the one on the screen to the right. Select either "Heads" or "Tails" for the coin toss.

If you win the coin toss, you can choose to attack either first or second. Once you have made your selection, the first 5-card Hand will automatically be drawn and the Duel will begin.

Match Duels

In Link Mode (P. 25), you can choose to play a Match Duel where the first player to win two out of three rounds is declared the victor.

Match Duel Rules

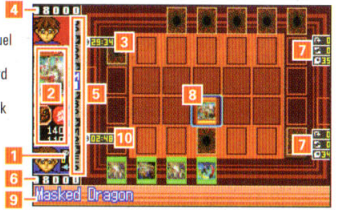
In the second and third rounds of a Match Duel, you can use cards from your Side Deck. After the Duel is over and the results are displayed, the game will switch to the Card Exchange Screen. Exchange cards within 3 minutes. In the second and third rounds, the loser of the previous round gets to choose whether to attack first or second. In the event of a tie, a coin toss is used to decide.

Interpreting the Duel Screen

This is the screen where Duels are fought. Use the +Control Pad or the L Button to move the cursor around to your cards and Deck.

* Only displayed if a time limit has been set using the Time Limit option on the Link Duel Screen.

1. Current Turn Number
2. Information Window
3. Time Limit
4. Opponent's LP
5. Current Phase (P. 51)
6. Your LP
7. Sub Information Window
   - Number of cards removed from the Duel
   - Number of cards in the Graveyard
   - Number of cards left in your Deck
8. Duel Field (P. 41)
9. Name of the card the cursor is pointing to
10. Your waiting time



Information Window

View information on the card highlighted by the cursor.

1. Card Illustration
   The color of the frame indicates the category of the card (P. 55).
2. Icon
   These show the card's attribute, type, and/or effect (P. 22).
3. Level
4. ATK
5. DEF

DUELS/Duel Controls (1)

This section explains the various controls used on the Duel Screen. Learn how to use them, and you'll be well on your way to becoming a Duel Master.

Duel Menu

Move the cursor to your Hand, your Deck, or a card on the Duel Field and press the A Button to bring up the Duel Menu. This menu lets you do a number of things with cards.
The options available on the menu that appears depend on the selected card and the current Phase. For details, see "Duel Flow" (P. 47).

* When you move the cursor to a card that lets you Summon, activate an effect, or Special Summon, a menu icon will be displayed indicating that fact.

Draw

During Draw Phase (P. 47), draw 1 card by moving the cursor to the Deck Zone (P. 41) and selecting it.
You can also draw a card by pressing the R Button during Draw Phase.

Card View

View detailed information about a card (P. 55).

Summon

Summon a Monster Card from your Hand and place it on the Duel Field in face-up Attack Position.

Set

Set Monster Cards onto the Duel Field in face-down Defense Position and set Spell/Trap cards from your Hand face-down on the Duel Field.

Flip Summon

Flip a Monster Card from face-down Defense Position to face-up Attack Position.

Atk Pos.

Change a Monster Card from Defense Position to Attack Position.

Def Pos.

Change a Monster Card from Attack Position to Defense Position.

Activate

Activate Spell/Trap Cards on the Duel Field as well as Effect Monsters. Also set a Spell Card in your Hand face-up onto the Duel Field so that it takes effect immediately.

Attack

Select this command during Battle Phase to attack using a Monster Card with an Attack icon. If your opponent has a Monster Card on his Field, you will be asked to choose a Monster Card to attack after selecting the "Attack" icon.

Attack Icon

This icon is shown over Monster Cards that can attack during Battle Phase.

Surrender

This command is shown when you select your own Deck Zone (P. 41). Select it to declare defeat and quit the Duel. The Surrender icon becomes available beginning on the 10th turn of the Duel.

View Card List

This command is shown when you select the Graveyard, Removed Card Zone, or Fusion Deck Zone (P. 41). Select it to view a list of those cards.
Move the cursor to a card and press START to view a description of that card. You can also sort (P. 18) and filter the list (P. 19) by moving the cursor to any of the icons.

* Initially, cards in the Graveyard and Removed Card Zone are listed in the order they were sent there, while Fusion Deck cards are shown in the order set on the Deck Edit Screen.

1. Card Illustration
2. Name of Current List
3. Info Window (P. 33)
4. Card Status Icons
5. Sort
6. Filter

These icons show the card's status and its current location.

- Graveyard
- Deck
- Removed
- Effect Negated
- Fusion
- Special Summon Disabled
- Hand
- Fusion Material
- Temporarily Removed Monster
- Temporarily Removed Card

Select Cards for Effects

When selecting target cards for Spell/Trap Cards and Effect Monster Cards, a list of possible target cards is displayed.
To perform a Special Summon (P. 64) using effects like "Monster Reborn," select the card you want to Special Summon with the A Button, then choose "OK" at the bottom of the screen with the A Button.

Activation Confirmation Messages

A confirmation message will appear when you declare an attack, at the end of your opponent's turn, and when you can create a Chain (P. 70) of multiple effects. If you want to activate a Quick-Play Spell or Trap Card, select "Yes," move the cursor to the next card, and select "Activate" from the Duel Menu.
By holding down the A Button during a Duel, you can make the activation confirmation message appear even if you do not have any cards that can be activated. (In these cases, you can confirm the message.)

Skipping Activation Confirmation

You can skip over activation confirmation messages by holding down the B Button during a Duel.

View Card Description

Move the cursor to a card and press and hold the R Button to view a description of that card. You can scroll through long descriptions by pressing Up/Down on the +Control Pad.

Proceed to Next Phase

Press the B Button during your Main Phase (1 or 2) or Battle Phase to display the Phase Menu. Select a phase by pressing Left/Right on the +Control Pad to proceed to that phase (P. 53).

DUEL (1)

Duels are conducted in accordance with the rule set from the "Yu-Gi-Oh! TRADING CARD GAME."

Duel Basics

Cards

Cards can be separated into the following 3 categories based on their usage:

Monster Cards

Monster Cards are used to attack your opponent. There are some extremely powerful cards that must be summoned in a special way and some that have special effects.

Spell Cards

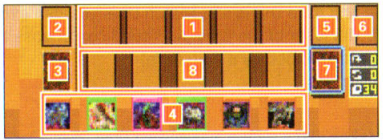
Spell Cards have many various effects, such as strengthening monster abilities and changing the field terrain. Use of these cards strongly affects the outcome of a Duel.

Trap Cards

Set Trap Cards on the field to use them. They are activated in response to an opponent's monster attack or spell and they negate the effects of the attack or spell.

Duel Field

The Duel Field is where you and your opponent place cards during a Duel. Each duelist has a field like the one shown in the figure below. The two fields are positioned opposite one another. Cards can be placed in the following areas on the field:



1 MONSTER CARD ZONE
Monster Cards are placed here.

2 FIELD CARD ZONE
Field Spell Cards are placed here.

3 FUSION DECK ZONE
Fusion Monster Card Deck is placed here.

4 HAND
Cards in your Hand are placed here. These can be set on the field.

5 GRAVEYARD
Cards that have been destroyed are placed here.

6 REMOVED CARD ZONE
Cards eliminated during a Duel are placed here.

7 DECK ZONE
Your Main Deck is placed here. One card can be drawn from this Deck during the Draw Phase.

8 SPELL & TRAP CARD ZONE
Spell/Trap Cards are placed here.

Dueling

1 In this card game, a single battle between two duelists that determines a winner and loser is called a Duel.

2 In Link Duels (P. 25), you can select a Match Duel, where winning two of three Duels wins the Match. Before the second and third Duels of a Match Duel you can exchange cards between the Main and Side Decks. The loser of the previous round can choose to go first or second. (If the Duel ended in a draw, it is decided by a coin toss.)

Match Duel Rules

One Match in a Match Duel takes place within a specified time limit. Three minutes are allowed for each of your turns, and exceeding this will result in a loss. Deck Exchanges are not included in this specified time limit.
If all 3 Duels are finished within the specified time limit, and the Match results in a draw, then an "Extra Duel" will take place. Also, if the Duels are not finished within specified time limit, then the Match proceeds to an "Extra Turn."

Extra Turn
In the event that a Match is not decided within the time limit, it will proceed to an "Extra Turn." This begins from your opponent's next turn, and consists of a total of 3 turns.
If the Match has exceeded the time limit during the first Duel, the player with the most Life Points left the end of the "Extra Turn" is the winner. In the event that both players have the same amount of Life Points left, the Match goes into "Sudden Death."
If the Match goes into an "Extra Turn" during the second or third Duel, the player who has won the most Duels at the end of the "Extra Turn" is the winner. In the event of a draw, the match proceeds to an "Extra Duel."

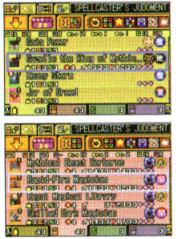
Extra Duel
In an "Extra Duel," both players' Life Points are set to 8000 and they each receive 2 turns. At the end of these 4 turns, the player with the most Life Points is the winner. In the event that both players have the same amount of Life Points, the Match proceeds to "Sudden Death."

Sudden Death
The Duel continues until there is a difference in Life Points, in which case the player with the higher amount of Life Points is the winner. Card effects that require the player to pay Life Points also count as a loss of Life Points, ending "Sudden Death."

The rules are slightly different from the Match Duel rules.

Creating a Deck

1 The cards you use in a Duel are called a Deck. In this game, you build a Deck with between 40 to 80 cards, excluding Fusion Monster Cards. Fusion Monster Cards form their own Fusion Deck of up to 30 cards.
*You can Duel with or without any cards in your Fusion Deck.



2 In addition to the Deck used in battle, players can have an extra 15 cards for use in battle. This is called the Side Deck. It's possible to switch cards between the Side Deck and the Main Deck between Duels in a Match. Be sure to exchange them strategically. Make sure the number of cards in the Deck remains the same when switching cards.
*In this game, players can Duel with a Side Deck that is less than 15 cards.

3 Cards that are not in your current Deck or Side Deck are in your Trunk. Build a Deck and a Side Deck by moving cards to and from your Trunk.

4 You can only have up to three copies of each card between your Deck and Side Deck. Also, there can only be one copy of each "Limited Card" between your Deck and Side Deck, and only up to two copies of each "Semi-Limited Card" between your Deck and Side Deck. You cannot use "Forbidden Cards" in either your Deck or your Side Deck.
*Cards which are defined as "Forbidden Cards" change as you advance through the game.
*For more details on Forbidden and Limited Cards, see the Forbidden/Limited Card List (P. 30) in the game.

Victory Conditions

Duel outcomes are decided according to the following rules:

1 Each player begins a Duel with 8000 Life Points (LP). Life Points are subtracted when either a player or Monster fails to defend against an opponent's attack. You win if your opponent's Life Points reaches 0. Your opponent wins if your Life Points reaches 0.

2 If both players' Life Points reach 0 at the same time, the Duel is declared a draw.

3 If either player's Deck runs out of cards, the first player unable to draw a card loses the Duel.

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4 If, at any time during the Duel, a player holds all 5 of the "Exodia Series" cards in his/her Hand, that player wins the Duel. If a player draws these 5 cards at the beginning of a Duel, that player is declared the winner immediately after the Duel begins.

Exodia Series
Right Leg of the Forbidden One
Left Leg of the Forbidden One
Right Arm of the Forbidden One
Left Arm of the Forbidden One
Exodia the Forbidden One

5 If a player has the "Destiny Board" and all 4 "Spirit Messages" on his/her field, that player wins the Duel.

Destiny Board
Destiny Board
Spirit Message "I"
Spirit Message "N"
Spirit Message "A"
Spirit Message "L"

*The "Final Countdown" and "Last Turn" Cards may affect victory conditions.

Duel Flow

In accordance with the game rules, Duels are conducted in the following order:

1 Deck Preparation

Organize your Deck before the start of the Duel. Make sure that your Deck contains at least 40 and not more than 80 cards.

2 Set the Attack Order

In Campaigns, when the computer wins the coin toss it will decide to attack first or second at random.

3 Draw a Hand

5 cards are automatically drawn from the top of the Deck. These 5 cards become your initial Hand at the start of the Duel.

4 Draw Phase

One card is drawn automatically from your Deck and added to your Hand.

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5 Standby Phase

Effects of some Monster and Spell/Trap Cards are activated during this phase. Follow the instructions on cards that require you to perform actions during this phase.

6 Main Phase 1

You may set or play Monster and Spell/Trap Cards during this phase. Each card must be placed in the appropriate place on the Duel Field. Each player can have only 5 Monster and 5 Spell/Trap Cards (not including Field Spell Cards) on the field at one time. If you have 5 cards on the field, you may not discard a card on the field and replace it with a new one. You must find a way to destroy the cards on the field before placing new ones.

Monster Cards

A "Normal Summon" is when a Monster Card is summoned from your Hand without using the power of Spells or Traps. You must decide the position of the card whenever you do a Normal Summon. Attack Position is displayed face-up and placed vertically. Defense Position is displayed face-down and placed horizontally. Placing the card in Defense Position is called "Setting" the card. You cannot change the position of the card that you Normal Summoned during the same turn that the card was Normal Summoned, so decide upon placement carefully. You can change the position of cards that were already on the Duel Field once during this phase. Excluding special circumstances, you cannot change the position of cards that were already changed one during the same turn. Additionally, you can activate the effects of Effect Monsters during this phase.

Spell/Trap Cards

Spell Cards may be set either face-up or face-down. Trap Cards must be set face-down. You may activate the effects listed on the card by positioning the card face-up. Spell Card effects are usually activated when the card is positioned face-up and only last for one turn. After a card is activated, it is destroyed and sent to the Graveyard. Exceptions to this rule include Equip Spell Cards that strengthen Monsters, Field Spell Cards and Continuous Spell Cards. Trap Cards, if their effects are not continuous, are also destroyed after being activated. You may also perform Ritual Summons and Monster Fusions during the Main Phase.

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7 Battle Phase

Each Monster that is in face-up Attack Position on the field can be used once to attack your opponent. At the beginning of a Duel, the starting player may set cards on the field during his/her first turn, but cannot attack. The next player may attack during his/her first turn. You are not required to enter the Battle Phase. You may move directly from Main Phase to End Phase and end your turn.

Monster Cards

You can have any number of Monsters on the field participate in an attack as long as they are in Attack Position (change Monsters from Defense Position to Attack Position during the Main Phase before attacking). Attacking Monsters must target the opponent's Monsters if there are any on the field (players cannot normally be attacked directly if there are any Monsters on their Duel Field).

This section explains how to attack your opponent's Monsters.

Upon entering the Battle Phase, you (the attacker) must select a Monster to execute an attack and designate one of your opponent's Monsters as the attack target. If there are no Monsters on your opponent's Duel Field, your Monsters will target your opponent directly. Each Monster can only attack one target, either one of your opponent's Monsters or your opponent, and can only attack once during that turn. After the first Monster attacks, you may order another Monster to attack. You may repeat these steps for all Monsters on your field in the Attack Position, but you are not required to do so. You should decide when and which Monsters you order to attack based on the situation.

When you attack a Monster in face-down Defense Position, the Monster Card is flipped face-up. If that Monster happens to be a Flip Effect Monster, the effect is activated as soon as the card is flipped. Once a Monster has attacked, it remains in the Attack Position. These Monsters are treated just as if they had been placed in the Attack Position and cannot be changed to the Defense Position in the Main Phase 2 of that turn.

Monsters destroyed in an attack or by the effects of a Spell/Trap Card are sent to the Graveyard.

Spell/Trap Cards

You may use Spell/Trap Cards that have been set in the Spell/Trap Card Zone, but usually only the effects of Quick-Play Spell Cards are activated. You can also play Trap Cards. Use the cards that best fit your situation. Spell/Trap Cards are sent to the Graveyard as they are used.

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8 Main Phase 2

This phase begins at the end of the Battle Phase. As in Main Phase 1, you can perform Fusion and Ritual Summons as well as play Spell/Trap Cards. If you did not summon a Monster during Main Phase 1, you can also summon a Monster. You can change the position of Monsters if their positions were not changed in Main Phase 1 and if they did not participate in any attacks during the Battle Phase.

9 End Phase

Announce the end of your turn during this phase. If you have more than 6 cards in your Hand at this point, you must select cards to send to the Graveyard until you have no more than 6 cards in your Hand.
Your opponent's turn then begins.

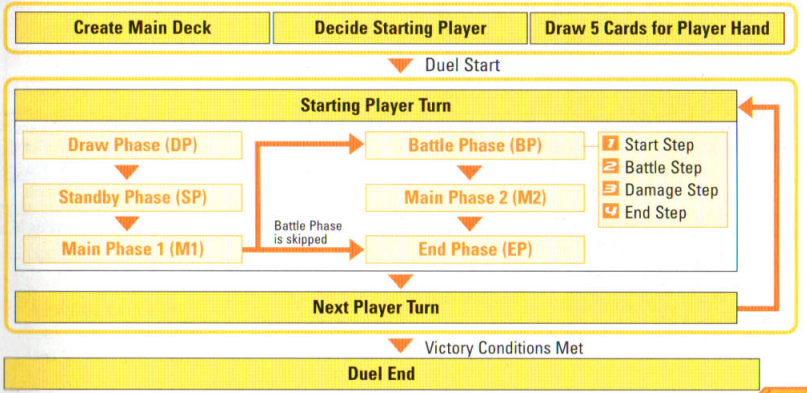
10 Duel End

You and your opponent alternate turns beginning with the Draw Phase and continuing through the End Phase. The Duel ends when either you or your opponent meets the victory conditions (P. 45).

Phase Flow

Phase Flow of the Entire Duel

The following figure illustrates the progression of Duels:



DUEL (8)

Battle Phase Flow

The Battle Phase is made up of the following 4 steps:

START STEP	Enter the Battle Phase. Both players can use Quick-Play Spell and Trap Cards.
BATTLE STEP	You select one Monster to execute an attack and designate on of your opponent's Monsters as the target. Both players can use Quick-Play Spell and Trap Cards.
DAMAGE STEP	Attacks are executed and damages calculated. The Flip Effects of Monsters are revealed at the end of this step. However, Flip Effects do not affect any monster that has already been destroyed as a result of the damage calculation.
END STEP	You repeat the Battle and Damage Steps. When you can no longer take any actions, the battle is over. Both players can use Quick-Play Spell and Trap Cards.

CARD TYPES (1)

The three main types of cards used in this game are Monster Cards, Spell Cards, and Trap Cards. Each card type has unique characteristics and uses. During the game, you can view the details of any particular card by using the "Card View" icon (P. 34).

Monster Cards

1. **Card Name**
2. **Monster Card's Level**
3. **Card Picture**
4. **Monster Card's Attribute**
5. **ATK/DEF**
   ATK(Attack)/DEF(Defense) display.
6. **Type/Category**
   The monster card's type and category (for rituals and effects).
7. **Card Details**
   A detailed explanation of the card. For example, the card details for a Fusion Monster show the needed Fusion Materials, and the details for an Effect Monster show the monster's effects and activation conditions.

Spell/Trap Cards

1. **Card Name**
2. **Card Picture**
3. **Spell/Trap Card Icon**
   Spell Cards have a , Trap Cards have a .
4. **Card Details**
   Detailed explanations of the card. Shows the effects and activation conditions.
5. **Type/Category**
   The card's type and category (equip, continuous, etc.)

CARD TYPES (2)

Monster Cards

Monster Cards are the basic cards used to attack an opponent. Monster Cards are categorized by Type and Attribute. There are 20 different Types and 6 different Attributes. The difference between Type and Attribute influences how the effects of Spell Cards affect the Monster. Level (stars) indicates the overall strength of the Monster.

There are several different Classes of Monster Card. Both "Fusion Monster Cards" and "Ritual Monster Cards" must be summoned in a special way and "Effect Monster Cards" have unique effects.

TYPE				
WARRIOR	SPELLCASTER	FAIRY	FIEND	ZOMBIE
MACHINE	AQUA	PYRO	ROCK	WINGED-BEAST
PLANT	INSECT	THUNDER	DRAGON	BEAST
BEAST-WARRIOR	DINOSAUR	FISH	SEA SERPENT	REPTILE

ATTRIBUTE	
LIGHT	DARK
EARTH	WATER
FIRE	WIND

Normal Monster Cards

One Normal Monster can be summoned during the Main Phase each turn. Level 5 or higher Monsters can only be summoned by offering either 1 or 2 other Monsters as tributes (P. 63).

Card color is DARK YELLOW

Fusion Monster Cards

Fusion Monster Cards are special cards that are summoned with 2 or more Fusion-Material Monsters and the Spell Card "Polymerization." The basic abilities of Fusion Monster Cards are no different from those of Normal Monster Cards, but the method used to summon them to the field is different (P. 64).

Since Fusion Monsters are summoned with a Special Summon, you can use a Normal Summon (or Tribute Summon) to summon another Monster during the same turn. Also, when these cards are forced to return to your Hand as a result of a Monster Effect, they are returned to the Fusion Deck and not your Hand.

Card color is BLUE-VIOLET

Ritual Monster Cards

Ritual Monster Cards are special cards that can only be summoned with the Ritual Spell Card for a particular Ritual Monster, and enough Monsters for tribute to satisfy a fixed set of conditions. The basic abilities of Ritual Monsters are no different from those of Normal Monsters, but the method used to summon them to the field is different (P. 65). Read the fixed set of conditions and then follow the instructions outlined on the each card.

Like Fusion Monsters, since Ritual Monsters are summoned with a Special Summon, you can summon another monster during the same turn with a Normal Summon.

Card color is BLUE

CARD TYPES (3)

Effect Monster Cards

Effect Monster Cards are Monster Cards that have special effects. They are summoned just like Normal Monster Cards. The effects can be broken down into the 5 main categories, but the effects vary widely depending on the card. For details, view the detailed information on each card.

Card color is ORANGE

Flip Effect

The monster's effect is activated when the card is flipped from face-down to face-up (P. 68). The effect is also activated if the card is flipped in response to an attack or the effects of a spell.

Continuous Effect

This type of effect remains active for as long as the card is face-up on the field. The effect stops as soon as the card is changed from face-up to face-down.

Cost Effect

This type of effect is activated by discarding your Hand or by paying Life Points (LP). Associated costs vary with each card.

Trigger Effect

This type of effect is activated when direct damage is inflicted on your opponent or when some other specific requirement indicated on the card is satisfied.

Multi-Trigger Effect

This type of effect can be activated during an opponent's turn. Discarding the card from your Hand during the Battle Phase activates the effect. "Kuriboh" is an example of this type of card.

Spell Cards

There are many different types of Spell Cards. With the exception of Quick-Play Spell Cards, you can only use Spell Cards during the Main Phase of your own turn.

Card color is GREEN

Normal Spells

As long as the card does not have a "Continuous Icon," it is destroyed immediately after it is activated. "Raigeki" is one example of a powerful Spell Card, but there are many other powerful cards.

* There are exceptions to the rule: "Swords of Revealing Light" remains on the field for 3 turns.

Equip Spells

Use these Spell Cards to equip Monsters (P. 67). They remain on the field until the Monster equipped by the card is destroyed. When the Monster is destroyed, the Equip Spell Card is also destroyed. You can equip a Monster with more than one Equip Spell Card.

Field Spells

These cards are used to change the terrain of field (P. 67). The field terrain affects the abilities of the monsters on the field, altering the Attack and Defense strengths.

CARD TYPES (4)

Quick-Play Spells

These special Spell Cards can be played during any phase. As long as the card has been set on the field, you can even activate it during an opponent's turn.

Ritual Spells

These cards are required to summon Ritual Monsters. Each card can only be used to summon the Monster indicated on the card.

Polymerization

This card is required to summon Fusion Monsters.

Trap Cards

Once set on the field, these cards can be activated at any time after the start of your opponent's next turn.

Normal Traps

As long as the card does not have a "Continuous Icon," it is destroyed immediately after it is activated. It cannot be played during the same turn in which it was set.

Counter Traps

This type of trap is activated as a countermove to an opponent's summon or spell and cancels out the effect of the summon or spell.

Card color is PURPLE

DUEL RULES (1)

Determining Damage

The following rules are used to determine the amount of damage inflicted on a Monster during a Duel.

Your Opponent's Monster Is in Attack Position

When you attack a Monster that is in Attack Position, damage is determined by comparing the ATK (Attack) Points of both Monsters.

Your ATK Points > Opponent's ATK Points
When the ATK Points of your Monster are greater than those of the Monster you're attacking, the Monster you're attacking is destroyed. The difference in ATK Points is subtracted from your opponent's Life Points.

Your ATK Points = Opponent's ATK Points
When the ATK Points of your Monster are equal to those of the Monster you're attacking, both Monsters are destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's ATK Points
When the ATK Points of your Monster are less than those of the Monster you're attacking, your Monster is destroyed. The difference in ATK Points is subtracted from your Life Points.

DUEL RULES (2)

▶▶▶ Your Opponent's Monster Is in Defense Position

When you attack a Monster that is in Defense Position, damage is determined by comparing the ATK Points of your Monster and the DEF (Defense) Points of the Monster being attacked.

Your ATK Points > Opponent's DEF Points
When the ATK Points of your Monster are greater than the DEF Points of the Monster you're attacking, the Monster you're attacking is destroyed. There is no effect on the Life Points of you or your opponent.

Your ATK Points = Opponent's DEF Points
When the ATK Points of your Monster are equal to the DEF Points of the Monster you're attacking, neither Monster is affected. There is no effect on the Life Points of you or your opponent.

Your ATK Points < Opponent's DEF Points
When the ATK Points of your Monster are less than the DEF Points of the Monster you're attacking, neither Monster is affected. However, the difference between the ATK and DEF Points is subtracted from your Life Points.

▶▶▶ Opponent Has No Monsters

When your opponent has no Monsters in the Monster Card Zone, your Monster attacks your opponent directly. The ATK Points of your attacking Monster are subtracted from the Life Points of your opponent.

Summoning Monsters

The various methods for placing Monsters on the Duel Field are listed below. They are divided into summons that can only be performed once per turn and summons that can be performed more than once. In contrast to "Normal Summons," in which a Monster is summoned to the field, there are "Special Summons," which involve Special Summon Monster Cards, and Special Summons resulting from the effect of another card.

▶▶▶ Normal Summons (limited to one per turn)

Summon
The most common method of placing Monsters onto the Duel Field is a summon, and involves placing a Monster from your Hand onto the Duel Field in face-up Attack Position. All Normal Monster Cards and Monster Cards without specific restrictions for summoning are summoned in this way.

Tribute Summon
In order to summon a Monster of level 5 or higher, you must pay Tributes by sacrificing one or more Monsters on the field (by sending them to the Graveyard). This method of summoning is called a Tribute Summon. Level 5-6 Monster Summons require you to pay 1 Tribute, and Level 7 and higher Monster Summons require you to pay 2 Tributes. Tribute Summons are counted as Normal Summons, and thus cannot be performed if another Normal Summon has already been performed that same turn.

Level 5-6	Pay 1 Tribute	Level 7 and up	Pay 2 Tributes

Set
Similar to a summon, this places a Monster onto the Duel Field in face-down Defense Position. Setting a Monster of level 5 or higher requires Tributes as well.

DUEL RULES (3)

▶▶▶ Special Summons (unlimited times per turn)

The summoning of Monsters as a result of a Fusion, Ritual, Spell or Trap like "Monster Reborn," or as the effect of an Effect Monster, is called a Special Summon.

Fusion

A Fusion is the summoning of another Monster by using two or more of your own Monsters and one Spell Card "Polymerization."

You can perform a Fusion by using the Spell Card "Polymerization" in combination with the required Fusion-Material Monsters (two or more) on the field or in your Hand. Each Monster that is summoned with Fusion (called a Fusion Monster Card) details which Monsters it requires as Fusion-Materials. Fusion Monsters come from the Fusion Deck, and when destroyed are sent to the Graveyard, or when returned to your Hand, are sent to the Fusion Deck. Fusion Monsters are treated as Special Summon Monsters, and are immune from the effects of cards such as "Trap Hole."

Fusions are performed with the following steps:

1. Place the Spell Card "Polymerization" onto the Spell/Trap Card Zone of the Duel Field when Fusion-Material Monster A and B are present on the field or in your Hand.
2. The Fusion Monster C made by fusing Monsters A and B is taken from the Fusion Deck and placed on the Monster Card Zone of the field (the Fusion Deck is a Deck formed only of Fusion Monsters, and is separated from the Main Deck and placed on the Fusion Deck location of the field).
3. Monsters A and B, as well as the Spell Card "Polymerization" used for the Fusion, are all sent to the Graveyard.

Ritual

A Ritual Summon differs from a Normal Monster Summon and involves the placing of Ritual Monster Cards by performing specific steps. Performing a Ritual Summon requires a Ritual Card (Spell Card) specific to the Ritual Monster, as well as Tribute Monster Cards whose total levels equal or exceed the level of the Ritual Monster to be summoned. Monsters summoned by a Ritual Summons are treated as Special Summon Monsters, and are immune from the effects of cards such as "Trap Hole." The following example describes the steps used to Ritual Summon the Ritual Monster "Black Luster Soldier" (LV 8).

1. The Ritual Monster "Black Luster Soldier" is in your Hand, and you have enough Monsters to fulfill the Tribute requirement for that card. Place the Ritual Spell Card "Black Luster Ritual" onto the Spell/Trap Card Zone of the field.
2. Pay the Tribute using Monsters in your Hand or on the field such that the number of total stars of these Monsters equal or exceed 8.

Next page

3 The Monsters used as Tributes for the "Black Luster Ritual" are sent to the Graveyard, and "Black Luster Soldier" is placed onto the field.

Tributes and the Number of Stars
When choosing Tributes for a level 8 Ritual Monster, you cannot first choose a level 1 Monster followed by a level 8 Monster. If a Monster has, by itself, enough stars to be the tribute, you cannot choose this monster as the 2nd tribute.

Special Summoning from the Graveyard

Using Spell Cards such as "Monster Reborn" and "Premature Burial," you can bring a Monster from the Graveyard back onto the field. Monsters summoned in this manner are treated as Special Summon Monsters, and are immune from the effects of cards such as "Trap Hole." Fusion Monsters and Ritual Monsters that are directly sent to the Graveyard cannot be summoned in this manner. Fusion Monsters and Ritual Monsters that have been properly summoned onto the field and subsequently sent to the Graveyard through battle or from the effect of a Spell may be summoned from the Graveyard.

▶▶▶ Flip Summon (unlimited times per turn)

Changing a Monster that is face-down in Defense Position to face-up Attack Position is called a "Flip Summon."

Spell and Effect Monsters

▶▶▶ Equip Spell Cards

Equip Spell Cards, which make Monsters stronger, can only be used with the Monster designated on the card. The cards can only be used when the Monster is face-up in Attack Position. The card remains on the field after use, but if the Monster equipped by the card is destroyed, the Equip Spell Card is sent to the Graveyard.
Move the cursor over the Equip Spell Card(s) or the Monster Card being equipped to display the equipment for that Monster.

▶▶▶ Field Spell Cards

These cards are used to change the terrain of the field. Depending on the type and attribute of a Monster, the new terrain may put the Monster at an advantage or at a disadvantage. If the new terrain is advantageous to a Monster, you will notice an increase in the Monster's abilities; if it is disadvantageous, you will notice a decrease in the Monster's abilities.
Only one Field Spell Card can be in play on the field at one time. When another Field Spell Card is played, its effect is activated immediately. The previous Field Spell Card is sent to the Graveyard.

Flip Effect Monster Cards

Effect Monsters are monsters that have spell-like effects. There are various types of effects, but the "Flip Effect Monster Cards" can only be activated in certain conditions. The effects of a Flip Effect Monster are activated when a card placed face-down on the field is flipped face-up through some indirect action. For instance, a monster is flipped when attacked or as a result of spell or some other effect (Flip Effects would be activated with a card like "Swords of Revealing Light," but not with "Raigeki," since the Monster Card is destroyed without being flipped over).

You can also activate Flip Effects in the following way:

1. Set the Flip Effect Monster on the field in face-down Defense Position.
2. Since you can't change the position of a card in the same turn you summoned it, perform a Flip Summon during your next turn to activate the effect.

Spell Counters

Spell Counters are counters required to activate the effects of certain cards.
You cannot place the counter on a card that is unable to use it.
Move the cursor over a card that has a Spell Counter on it to see the current count in the Information Window (P. 33).

Card Destinations

Battles and the effects of spells or traps send cards to various destinations during a Duel. The card type and the Duel event influence the final destination where the card is sent.

Monster Cards

Monster Cards destroyed in battle are sent to the Graveyard. When sent to your Hand or Main Deck, Monster Cards are returned to your Hand or Main Deck respectively. When Fusion Monster Cards are sent to your Hand, they are returned to the Fusion Deck and not your Hand.

Eliminated from the Duel

When the effects of Spell or Trap Cards eliminate a Monster Card from a Duel, the card is sent to the Removed Card Zone and can no longer be used in the Duel.

Controlled by Opponent

If your opponent takes control of one of your Monster Cards with "Monster Reborn" or "Change of Heart" and it is destroyed, the card is sent to your Graveyard. If the card is sent to your Hand or Main Deck, it is returned to your Hand or Main Deck respectively.

Spell/Trap Cards

If the card is not a continuous card, it is sent to the Graveyard after its effect is activated. If the card is destroyed through the effects of a Spell or Trap Card, it is sent to the Graveyard. If the card is sent to your Hand, it is returned to your Hand. If eliminated from the Duel, it is sent to the Removed Card Zone.

CHAINS (1)

Introduction to Chains

It can be very difficult to determine the outcome of a complicated battle when several Spell or Trap Cards are played. The Chain rule was developed to make it easier to determine the outcomes of such battles.

Chain Play

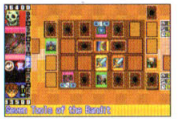
Let's assume that duelist 1 plays a Spell Card. That spell is placed in a BLOCK called CHAIN 1. If duelist 2 plays a Spell or Trap Card in response to the initial Spell, it is then placed in the CHAIN 2 BLOCK. As the duelists respond to the other's plays, the BLOCKS are stacked on top of one another. When both duelists are unable to play any further cards, the effects of the Spell and Trap Cards are sorted out beginning with the top BLOCK or the final CHAIN.

Here's how it would work in an actual game:

1. Your opponent plays a Spell Card. This becomes "CHAIN 1" and is placed in BLOCK 1.

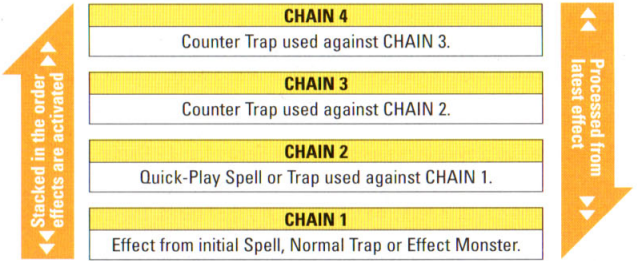
2. If you have a card that can be played in response to your opponent's Spell Card, the message "Chain another card?" is displayed on the screen. Select "YES" to start a CHAIN and play your card. This card becomes "CHAIN 2" and is placed in BLOCK 2. The CHAIN is displayed on the screen so that both you and your opponent can see the cards in the CHAIN.

3. Both you and your opponent continue to play in response to each other's cards until neither of you is able to continue. The effects of the Spell and Trap Cards are then processed starting with the last card played.



Chain Structure

Blocks are stacked in the order in which the effects are activated. The game processes the effects of the cards starting with those from the last card played. Chains are comprised of BLOCKS like those shown in the figure below.



Spell, Trap, and Effect Speeds

Spell, Trap and Effect Monster Cards all have speed settings. To create or continue a Chain, the card must have a speed setting greater than the previous card played.

Spell Speed 1 Cards	• Normal Spells • Equip Spells • Field Spells • Effect Monster (Continuous, Cost, Trigger, Flip)
Spell Speed 2 Cards	• Quick-Play Spells • Normal Trap • Effects Monster (Multi-Trigger Effect)
Spell Speed 3 Cards	• Counter Trap

Spell Speed 1

Spell Speed 1 Cards are the slowest. These cards can never be played in BLOCK 2 of a chain. They are the only cards that cannot be played in response to a Spell, Trap or Effect Monster Card of the same speed.

Spell Speed 2

Spell Speed 2 Cards can be played in response to Spell Speed 1 and 2 Cards.

Spell Speed 3

Spell Speed 3 Cards can be played in response to cards of any spell speed. The only cards that can be played in response to these cards are other Spell Speed 3 Cards.
Blocks in a chain can be stacked as long as the duelists can play cards with the necessary spell speed.

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